

The background of the cover features three characters in a dynamic pose. On the left, a knight in full plate armor with a large helmet and a sword on his back. In the center, a character with long blonde hair wearing a brown robe and a headband, with one hand raised in a gesture. On the right, a character with blonde hair in a blue tunic, holding a large, curved sword. The title text is overlaid on the right side, with a large, stylized number '2' behind it that is partially engulfed in flames.

VALHALLA KNIGHTS
BATTLE STANCE
INSTRUCTION MANUAL

 WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. From the PSP® system's home menu, select the Game icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick™ slot of your PSP®. You can load saved game data from the same memory stick™ or any Memory Stick Duo™ containing previously saved games.

STARTING UP

VALHALLA KNIGHTS
BATTLE STANCE

L button

Directional
buttons

Analog stick

HOME button



R button

□ button

△ button

○ button

× button

START button

SELECT button

STARTING UP

VANHALLA KNIGHTS
BATTLE STANCE

PSP®go



BASIC CONTROLS

Analog stick

Move	Menu	Battle
Character movement.	Character rotation.	Character movement.

Directional buttons

Move	Menu	Battle
Camera controls.	Move cursor. Switch pages.	Item shortcut (up) Magic shortcut (down) Switch leader (left/right)

⊗ button

Move	Menu	Battle
Talk, Search	Confirm	Attack

⊙ button

Move	Menu	Battle
Cancel	Confirm	Cancel, Blitz

BASIC CONTROLS (CONTINUED)

START button

Move

Toggle mini-map display.

SELECT button

Move

Switch leader.

Battle

Auto battle on/off.

button

Move

Crouch.

Battle

Special attack.

button

Move

Display Camp Menu.

Battle

Display Menu.

BASIC CONTROLS (CONTINUED)

L button	
Menu	Battle
Switch pages (back)	Display PT command menu.
R button	
Menu	Battle
Switch pages (forward).	Lock-on (reset camera).
PS button (HOME button)	
Quit game - Be sure to save before quitting to maintain game progress.	
Wireless LAN Switch	
Enables network connection (pg. 30) when switched on.	

Special controls using button combinations

Move

 button + analog stick: Walk while crouching.

Battle

R button + analog stick: Move towards or around locked-on enemy.

R button +  button: Attack locked-on enemy.

R button +  button: Perform special attack on locked-on enemy.

R button + left and right buttons: Switch targets.

STORY

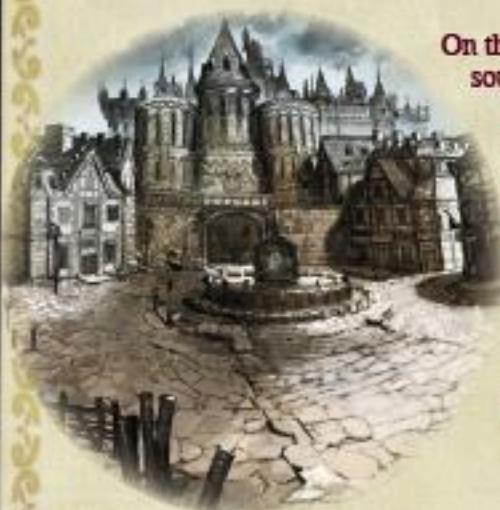
Within the kingdom, there exists an ancient order imbued with the power of clairvoyance known as "Obviam Deis."

They were an extralegal organization that believed that the ends justified the means. Intricate conspiracies, elaborate betrayals; nothing was sacred in the pursuit of their goal.

Their ultimate goal was to bring to fruition "humanity's ultimate desire of bringing ruin to the Goddess of Judgment."

An organization that opposed the agenda of Obviam Deis also existed within the kingdom. This organization was known as "Decem Pennae."





On the surface, Decem Pennae were a group of pacifists that sought peaceful coexistence with the goddess.

The main source of contention between Obviam Deis and Decem Pennae was the legendary "White Crystal" left by the Witch of the Crystal over a thousand years ago. This crystal was said to have driven the Goddess of Judgment into hiding.

It is in the midst of this chaos that the main character, orphaned since birth, sets forth to take the test to become a Latroci, a government-sanctioned adventurer.

STARTING A GAME



VALHALLA KNIGHTS
BATTLE STANCE

Insert the Valhalla Knights 2 disc in your PSP® and turn it on. The title screen will show after the opening. To start a new game, select "New Game." To continue a previously saved game, select "Continue." To connect to the network (Ad hoc mode), select "Network" and press the  button.

If you have difficulties starting the game, you may be required to update the PSP® system software. System update software and information is found on the PSP®Game.

General Flow of the Game

You will watch your character grow by accepting various quests in towns and exploring dungeons and battling enemies. The story will progress as you repeat this process. You must first create your character in order to embark on your journey.

World Map

Buy items in town
Obtain information
and friends in guilds
Accept quests
Etc.



Battle

Fight enemies in
dungeons
Collect items
Strengthen your
character with
experience points
gained in battle

The World of Valhalla Knights 2

When the game begins, the player will be in the human world. There, you will explore forests, snow-covered mountains, and harsh dungeons like the magma grotto. As you progress through the story and complete certain quests, you will be able to go to the Badlands, where old wooden structures remain, or the Machine World, where the machine people live.



The Badlands



Mount Fibuledo

CHARACTERS

VANHALLA KNIGHTS
BATTLE STANCE

Races that the Player Can Select

The player can select from a variety of races such as Humans, Dwarves, Halflings, Elves, and Akatoki. However, there are races that cannot be selected unless the player meets certain conditions (Machine people, Canines). There are also differences in the abilities (starting stats) depending on the gender of your character. Remember to choose your main character and party members wisely.

HUMAN

They are the race with the most well-rounded starting stats and can work sufficiently in any job. Humans tend to construct and inhabit large towns. Female humans have slightly higher skill parameters than their male counterparts.





DWARF

A race that prides itself on its sheer physical strength. They are especially adept at close-range weapon-based combat. But contrary to their "wild" image, many of them are taciturn. Also, female dwarves have higher intelligence and resistance than their male counterparts.

HALFLING

This race has much higher skill parameters than other races, allowing them to be adept at long-range weapons such as the bow. They are often mistaken for children due to their small physical size but are actually quite competent in battle. Female Halflings have higher intelligence and speed than Halfling males.



ELF

This race is blessed with more mana than the other races. Coupled with their high intelligence, they are masters of sorcery, whether they're using attack, healing, or support spells. Female elves have higher intelligence than elven males.



AKATOKI

A race that is especially adept at martial arts. They focus more on combination attacks rather than the strength of each single strike.



About Job Classes

There are two types of job classes: basic jobs selectable at the start of the game, and advanced jobs that become available as you progress. In order to obtain an advanced job, you must find the special corresponding item and provide it to the guild to unlock it for each character. By changing jobs effectively, a character can have up to 3 jobs simultaneously (main job, sub-job A, sub-job B).

The characteristics of each job class are outlined in the charts below.

Basic Job Classes	
Fighter	A job specializing in weapon-based melee attacks. They can equip many kinds of weapons and shields.
Mage	A job specializing in attack magic. This job is weak against physical attacks.
Priest	A job specializing in healing magic. This job is weak against physical attacks.
Thief	A job that can perform close and long-range attacks. Capable of equipping long-range weapons like bows.
Monk	A job that excels in close-range hand-to-hand combat. Specializes in multi-hit combo attacks using brass knuckles.

Advanced Job Classes

Anchor	A job specializing in both attack and heal magic. They are weak against physical attacks. Though there isn't much they can equip, the variety of spells they can perform more than makes up for it.
Knight	A job adept at weapon-based attacks and defense with shields. They can equip shields with high defense stats.
Samurai	A job skilled at hitting weak points with melee attacks. Capable of equipping katanas.
Ninja	A job adept at performing support attacks. They can disappear from view on the field and move about without enemy detection.
Enchanter	A job that can add poison or paralysis status effects to attacks. Possesses the highest MP of any job class.

CHARACTER CREATION

How to Create a Character

First, the player will need to create their main character. The creation process is as follows.

Controls for Character Creation

⊗ button: Confirm

○ button: Cancel

START button: Go to next screen



1. CONFIRMING RACE AND GENDER

You will select your character's race and gender. There are 5 races to choose from in the beginning (Human, Dwarf, Halfling, Elf, and Akatoki). The starting stats can vary widely depending on your gender and race.



2. CONFIRMING SPECIAL FEATURES

You can select 2 special features (face type and hairstyle). Many different patterns are available so you can create your own special character.



3. CONFIRMING JOB CLASS

You will now select the starting job class of your character. There are jobs that may or may not be suitable depending on your race, so choose wisely.



4. CONFIRMING YOUR CHARACTER NAME

After selecting your race and gender, you will now give your character a name. There is a default name given to your character but you may change it if you wish (up to 16 letters).



5. DISTRIBUTING BONUS POINTS

You will now allocate your Bonus Points among various attributes. Refer to the following list to see the properties of each attribute.



Character Attributes

Strength (Str.) - The higher the strength, the higher the HP and physical attack power.

Intelligence (Int.) - The higher the intelligence, the higher the MP and magic attack power.

Resistance (Res.) - The higher the resistance, the higher the tolerance to abnormal statuses and damage from spells.

Vitality (Vit.) - The higher the vitality, the higher the tolerance against physical attacks.

Speed (Spd.) - The higher the speed, the higher the likelihood of evading attacks.

Skill (Sk1.) - The higher the skill, the more likely to succeed in inflicting critical attacks and land ranged attacks.

Luck (Lck.) - Having higher luck affects all attributes to a certain extent.

CAMP MENU

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How to View the Screen while on the World Map

Place name
(Store name)

STONE



Player's
Character



Mini-map

This will display a map of the town or dungeon.
This mini-map can be toggled "Regular View" ⇒
"Expanded View" ⇒ "OFF" with the START button.

How to View Map Symbols



This denotes the
player's character.
The tip of the
triangular shape
denotes the
direction the player
is facing.



This shows the
entrances to
structures.



This denotes
facilities such as
inns and shops.

Action Message

The displayed action will be taken by
pressing the  button.

Camp Menu Screen

Display the Camp Menu by pressing the  button while moving through a town or dungeon. You can perform a variety of operations in this screen, including equipping and healing party members, using items, setting the behavior of other party characters, and viewing various kinds of information. Mastering the Camp Menu is your first step to a successful adventure.



Simplified status of characters

- ① Name
- ② HP (current/max)
- ③ MP (current/max)
- ④ Main job (left), sub-jobs (right) and corresponding levels
- ⑤ Experience required for next level



Camp Menu Commands

Time - Total time played

G - Current amount of money

Items - Use/check items

Magic - Use/check magic

Equip - Change/check equipment

Skill - Change/check skills

Grid - Change/check formation

Behavior - Set/check battle tactics of other party characters

Status - Check status of characters

Quest - Check current quest

Collection - Check Hostia Guide and Item Guide

Configure - Change game play settings

Items

You can use the items in your possession or just view them. Use the cursor to select the item you wish to use. You can also switch pages by pressing the left and right buttons and sort your items by pressing the  button. Pressing the  button will allow you to view any Key Items obtained through special events such as story sequences. The items you obtained for the first time will display with an unknown name or effect. In that case, be sure to have that item analyzed.



Item List

Attributes of selected item

Magic

You can check or use magic spells that your character has learned. Accessible spells are displayed brightly while inaccessible spells are grayed out. Also, you can assign spells into the shortcut menu to allow for easy access during battle.

Magic Name

Character that can use the selected magic



Effect of the selected spell

Equip

You can change the weapons or armor your character has equipped. Weapons are held either in one hand or both. The type of weapon you have will greatly vary your battle strategies. For armor, they are categorized as hats, armor, gloves, pants, necklaces, and rings. You can check out the details of your equipment here.

Current character's
equipment



Selecting
equipment



WL - Attack strength level of equipped weapon
AL - Defense strength level of equipped armor

Skill

Here you can see what Base Skills each character has learned. Base Skills are skills that do not need any specific input and will take effect automatically. Depending on the order of your job (1st, 2nd, 3rd), the effect of the skill will change. You will learn more of these skills as your job level increases. To confirm the effects of any skill you have learned, place the cursor over them in the Camp Menu.

List of Base Skills



Details of selected Base Skill

Grid

You can view or change your battle formation here. There are 3 spots in the front, middle, and back lines for you to place your characters. The  button will be used to select your target character. Press the  button again to confirm the desired position. Even if there is another character in your desired position, press the  button to switch out between characters.

Front line

Middle line

Back line


Formation
Effects

Display of party
formation

Behavior

During battle, your other party members will attack or heal automatically. This is where you set the AI of your party members. As characters level up, they obtain more "Thought Parameter" points to be distributed. The higher the value of a certain attribute, the more that action is prioritized.



- Weapon Atk. - Prioritize weapon-based attacks
- Heal Magic - Prioritize healing party members' HP
- Use Item - Prioritize item usage
- Support - Prioritize backing up party members rather than directly attacking
- Magic Attack - Prioritize attack magic
- Effect Magic - Prioritize placing effective status effects on both enemies and allies

Behavior

Status

The current condition of each character can be observed here. You can switch characters with the L or R buttons. Pressing the  button will bring up a list of the selected character's magic spells.

Equipment
state of target
character

Updated stats
with equipped
weapon/armor

Parameter of target character

Status of target character

Job level of target character

Quest

View the nature of your current quest as well as the requestor and their offered reward upon completion. If you have not accepted any quests, nothing will be displayed. You can also see the details of all past quests here.

Collection

You can view basic information on all enemies you have fought in the dungeons in the "Hostia Guide" and all items you have obtained in the "Item Guide." This screen also displays the completion rate of each.

Configure

You can change button configurations, message speed, cursor position, mini-map display, automatic battle, battle logs, and other game play settings here.



TOWN

Things that Can Be Done in the Towns

Biblos, in the Kingdom of Weiselheim, is the town where the player will start. The town has an inn, a church, armory, tavern, and the guild, where players can accept quests to progress the story, swap out party members, gather equipment, and much more. What follows are some brief overviews of the facilities found in Biblos.

Inn

The inn is where you can stay to replenish your HP and MP. The cost of staying at the inn will depend on the level of your characters. This is also where you can save your game. To save, you will need either a "Memory Stick Duo™" or "Memory Stick PRO Duo™." You will have only one save slot and it will require a minimum of 480kb of space.

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Church

The church is where you can be cured of poison, petrify, paralysis, darkness, silence, and other status effects. The revival of defeated party members is also done here, but the recovery and revival will cost varying amounts of money depending on the level of the character.



Armory

You can purchase weapons, armor, and items at the armory. When buying weapons or armor, move your cursor over the item and it will display the characters that can equip it along with the corresponding jobs.



Corresponding Job for Item

Characters that can equip it

Item name

Tavern

After meeting certain conditions, you will be able to use a service that will make your adventures much easier here.

Guild

At the guild, you can switch out party members, change job classes, manage quests, appraise unknown items, view your Hostia Guide, and store unnecessary items.

PARTY MEMBERS

This is where you change your settings for your party members. When wanting to add a new party member, select "Find new ally" to pay a fee to create a new character that can then be added to your party by selecting the "Add ally" menu option (up to 4 members). When you want to remove any of your current party members, select "Remove ally." When you want to part with a created character, select "Dismiss."



JOB CLASS

In addition to your main job, you can set up to 2 sub-jobs. Depending on your combination of jobs, you can customize your characters in any way, like having a mage with the powers of a fighter. For the basic jobs (fighter, mage, priest, thief, monk), you can just pay money to freely switch among them. For the advanced jobs (anchor, knight, samurai, ninja, enchanter), you must bring a certain item found only in dungeons to the guild.

QUESTS

You can manage your various quests here, from simple delivery to lengthy dungeon exploration tasks. By selecting "Accept," the name of the current quest will display. By placing your cursor over the quest name, you can view the quest contents, client, and reward. After completing a quest, you must return to the guild and "Report" to receive your reward. If you want to give up on a quest to do another, select "Quit" to cancel your current quest.



APPRAISAL

Some items obtained during your adventures will be unknown and not readily identified. These items are given general names such as "flask," "armor," or "sword" and cannot be used until it is made clear what they are. You can do so by using appraisal cards or paying for appraisal service at the guild. Also, if the item has not been appraised, no matter how rare or expensive the item actually is, it can only be sold for 10G at the armory.

COLLECTION

Previously encountered enemies can be viewed in the Hostia Guide, while all items obtained are detailed in the Item Guide. You can also view the completion rate of each on this screen.

STORAGE

You can drop off your items here when your inventory is full. There is a set number of items a storage facility can hold, but its capacity can be increased by paying a fee if more room is needed.



Recovery Fountains (dungeons only)

Recovery fountains are only available in dungeons (will not appear in hard mode). The spring water here can replenish your HP and MP, but once used, it will not be available again for a set amount of time.



Pruasis Pools (dungeons only)

Another facility available only in dungeons are Pruasis Pools, in which a Blank Card can be converted into a status card, an item that can add abnormal status effects to weapons or armor.

Gate Crystal (dungeons only)

Also within dungeons are gate crystals. Activate these crystals to warp between them and also save your progress.

Viewing the Battle Screen



Simplified list of Character Status

- ❶ **Character name** – Name of character.
- ❷ **HP gauge** – Number on the right is the current value.
- ❸ **MP gauge** – Number on the right is the current value.
- ❹ **Job/level** – Fi (Fighter), Ma (Mage), Pr (Priest), Th (Thief), Mo (Monk), An (Anchor), Kn (knight), Sa (Samurai) Ni (Ninja), En (Enchanter).
- ❺ **Tension gauge** – Rises as you damage enemies or take damage from them. You can unleash a special attack once the gauge is at max.
- ❻ **Leader mark** – Displays the character you are currently
- ❼ **Blitz** – Unleash an all-out attack on a single target.
- ❽ **Status ailment** – Displays character's status ailment (if any).

Control Menu

PT Display – Displays party command menu

Item – Currently controlled character will use equipped items

PT Switch – Select enemy to attack and ally to recover

Registered magic – Display spells set in the shortcut menu

AUTO/MANUAL – Switch between auto/manual for currently controlled character

Target Lock – lock on to enemy to attack

Menu – Display battle menu commands

Special Attack – Use special attack corresponding to specific weapon currently controlled character uses

Blitz – Unleashed an all-out attack on a single Hostia

Attack – Attack directly with weapon

*The buttons displayed on screen are the default settings, but can be customized.

Hostia

Player



Flow of Battle

While exploring dungeons and ruins, you will encounter enemies and go into battle. The battle will unfold in real time where the player will control one character. The other party members will act in accordance to their behavior settings. What follows is a description of how battles progress.

Moving through dungeons

Enemies are displayed within dungeons. A battle starts when the currently controlled character comes into contact with an enemy. (Although only one enemy will be displayed in the dungeon, there may be more when the battle actually starts).



Enemies and Battles

A real time battle starts when you come in contact with an enemy. Use weapons and magic to defeat the enemy.



End of battle

A battle ends once all enemies have been defeated, all the characters in your party die, you run to the edge of the battlefield and exit, or you use the escape command to flee. If you win the battle, you will get experience points, which will be distributed among the characters that participated. A treasure chest will sometimes appear when returning to the world map from battle. Inside you will find items or money, but you need to be careful because some treasure chests have traps. If the currently controlled character dies or is petrified, continue the game using another character. If all party characters are wiped out, your party will return to the inn in town.



Target Lock (R button)

When locking-on to an enemy, the player character will be able to aim at that enemy more accurately. When the target cursor turns red, it will denote that the enemy is within range of the player character. Also, locking-on to an enemy will allow the player to see its HP, status, name, and other information.

Attack (X button)

This will directly attack the enemy with the weapon you are equipping. If you already have locked-on to an enemy with the R button, your character will aim for that target. If you have not locked-on to an enemy, you can time your special attacks and magic spells to deal even greater damage than normal.



Blitz (○ button)

During a battle, your skill gauge will fill up as time progresses. When the gauge becomes full, you will be able to use your preset action skill. After using the skill, you will not be able to use it again for a certain amount of time. There are many kinds of action skills that are available for each job and you will learn new ones as you level up.



Available for use when
Skill gauge is MAXED



Magic (Down button)

Pressing the down button in battle will display a list of magic spell shortcuts that were set in the Camp Menu prior to entering the battle. Characters with magic spells can cast them in battle by using their MP. There are attack spells that hurt enemies, heal spells that replenish HP or MP and dispel status effects, and there are support spells that invoke special effects to help you in battle. Once you have selected the magic spell you want to use, the character will begin casting the spell. During that time, you will use the directional pad to select the target character of the spell. The character itself is defenseless when casting a spell, making them an easy target for enemies. Once the casting is complete, MP will be consumed to activate the magic spell. Magic spells are cast automatically after the required casting time has been met, but you can go into "Standby" mode to activate the spell manually at the exact desired moment by pressing and holding the confirmation button. Note that characters in "Standby" mode cannot do anything aside from locking-on.



Magic List

Type	Magic Name	Effect
Attack Magic	Fire	Fire damage on enemy
	Ice	Cold damage on enemy
	Wind	Air damage on enemy
	Ray	Non-elemental damage on enemy
Heal Magic	Aid	Healing spell
	Brightness	Dispels darkness
Support Magic	Poison	Deals poison effect on enemy
	Blind	Deals darkness effect on enemy
	Slow	Deals slow or cancels accelerate effect on enemy
	Dilute	Reduces magic resistance on enemy



Special (□ button)

Dealing or receiving damage will raise the tension gauge, which allows the character to use their special attack when maxed out. After using a special attack, the tension gauge will become empty, making the character unable to use special attacks until it is full again. Finishing off enemies with a special attack is rewarded with an experience point bonus.

Available for use
when tension gauge
is full



Item (Up button)

Pressing the up button in battle will display a list of equipped items. Select an item from the list and press the confirm button to use it.



PT Display (L button)

Pressing the L button will display the following six orders the player can give to their entire party.



Party Member Support Order

Support Order Name	Order Details
Free	Battle freely.
Restore	Make HP restoration top priority.
Mag Atk	Focus on attacking enemies with magic spells.
Sp. Attack	Hold off on special attacks until enemies are dizzy.
Show Job	All party participates in Blitz.
Bail out	Escape from battle with item or spell.
Escape	Run to the edge of battle field to flee from battle.

Flee from Battle (△ button)

Pressing the △ button during a battle will display the Battle Commands Menu. Selecting "Flee" will cause each party member to run towards the edges of the battlefield. If any single character can reach the edge, the party will be able to escape from the battle. However, the order to flee from battle will be nullified if another order is issued while the characters are running away. Furthermore, you will not obtain experience points or other rewards if you run away from battle.



About Status Effects

Some enemies can inflict status effects on party members. These status effects will be displayed in the simplified status screen. Remember to dispel those status effects with items or spells when a party member is affected by them. The status effects that appear in the game are as follows.

Petrify



Darkness



Displays status effect of character

List of Status Effects

Name	Details
 Haste	Movement speed increases.
 Slow	Movement speed decreases.
 Poison	Suffers damage periodically.
 Darkness	Visibility is drastically reduced and lose ability to target others.
 Silence	Lose ability to use magic.
 Paralysis	Lose all ability to move for a certain amount of time.
 Disease	All parameters decrease.
 Petrify	Lose all ability to move until ailment is dispelled.



WEAPONS

	Knife Type: Short Sword Equip Method: Single hand
	Dagger Type: Short Sword Equip Method: Single hand
	Scimitar Type: One-handed Sword Equip Method: Single hand
	Broad Sword Type: One-handed Sword Equip Method: Single hand

	Claymore Type: Two-handed Sword Equip Method: Both hands
	Wand Type: Wand Equip Method: Single hand
	Brawa Type: Staff Equip Method: Single hand
	Hand Axe Type: Axe Equip Method: Both hands
	Dual Edge Type: Axe Equip Method: Both hands

ARMOR

	Leather Helm		Mage's Hat
	Type: Hat Equip Part: Head		Type: Hat Equip Part: Head
	Robe		Hard Leather Armor
	Type: Robe Equip Part: Body		Type: Armor Equip Part: Body
	Bracelet		Quilted Boots
	Type: Bracelet Equip Part: Hands		Type: Pants Equip Part: Legs

CONSUMABLE ITEMS

Item Name	Type	Details
Analysis Card	Card	Analyzes Target.
Aid Flask	Flask	Recovers a little HP.
Cure Flask	Flask	Recovers HP.
Aid Book	Book	Learn "Level 1: Aid" when used. Restores a little HP on a single target.

ENEMY HOSTIAE

	Bee	Type: Insect
A giant bee that attacks in groups. It will use the skill "Appeal" on you.		
	Beetle	Type: Insect
A giant beetle that attacks with "Berserk." A tough enemy for low-level characters.		
	Venom Fungus	Type: Magical Hostia
Though not an active seeker of battle, it releases spores to inflict poison on its enemies.		
	Hare	Type: Animal
A fierce rabbit Hostia that mainly does physical attacks.		



Network Gaming

VALHALLA KNIGHTS 2: BATTLE STANCE can be played by two players using ad hoc mode (Please refer to the PSP® (PlayStation®Portable) instruction manual regarding ad hoc mode). When Network is selected, you can then choose to either play together in the same party as another player [Host Co-op], battle against another player [Host Versus], or choose to look for someone you can connect with [Join Game]. See below for details.

Host Co-op

In [Host Co-op] mode, each player can choose the character they are currently controlling and up to two other characters to work together with another player on a quest specially made for network play. Each player controls their party independently on the Field Map, moving around the same dungeons and supporting each other in battles. Either player can open the treasure chests that appear after battle and trade the acquired items once the quest is completed.



If one of the players loses his or her entire party during battle, they can choose to either give up (quit) or wait for help (continue). A fallen player waiting for help can only resume play if the surviving player has an item or spell to revive them with.

Host Versus

In [Host Versus], you can select up to four of your characters for battle against another player's battle party. The battles take place in an arena, and each player is required to wager an item or gold at the start of the match. When you select [Bet Gold], numbers will be displayed on the screen. Press the up or down buttons to set the amount of gold you will wager, and press the  button to finalize the amount. When [Bet Item] is selected, the items you possess will be displayed on the screen. Choose what item you will wager from the list. Once you have determined what you will wager, next you must set the rules. Set rules such as having no time limit by using the directional buttons. When both players have finished setting their conditions, the battle will begin. The battle is won by the player who has fulfilled the requirements necessary for victory, and the winner receives the gold or item that was wagered.



Join Game

This option will search for a player to connect with that is hosting a game. When this option is selected, you will be connected to the network and a list of players will be displayed. A list of players waiting to [Host Co-op] or players waiting to [Host Versus] will be displayed. Choose one that you would like to play with. In Co-op Play, you will play the game cooperating with the other player.

Notes on Network Gaming

As Ad Hoc mode is played using saved party data, a save data for Valhalla Knights 2: Battle Stance is required in order to play.

Q: How do I get to the stronger jobs?

A: You will be able to use the Anchor, Knight, Samurai, Ninja, and Enchanter jobs by bringing a specific item (a card specific to the job), either found on the field or dropped by an enemy, to the guild. There are also more specialized jobs like machine or guard, but these jobs can only be used by machine people and canines, respectively. You will have to meet certain conditions for these characters to appear.

Q: What kind of traps are there in the treasure chests?

A: There are 3 kinds of treasure chests that appear after a battle: safe chests made out of wood, risky ones with flashy designs, and dangerous ones that are obviously cursed. Safe boxes contain items and gold and are not bobby-trapped. Risky boxes have better items in them, such as weapons and armor, but with traps that could be dangerous. Dangerous boxes have extremely rare items inside, but you must exercise caution when opening these as they have traps that could prove fatal.

Q: What can you do in the coliseum?

A: You can battle monsters in the coliseum to gain experience points without having to go to the dungeons. It will cost money for you to enter, but it is a good place to strengthen your characters.

Q: There's a door in Domerul Forest that I just can't open. What is this door?

A: Unlike other doors you've encountered in the game so far, this door leads to the "Nameless Tower," which is completely unrelated to the story's progress. There is a certain item you must find during the story, however, in order to gain access to this tower. It is 50 floors high with Hostiae and items that can only be found here. The Hostiae become stronger with each floor, and as they are quite strong, it is recommended that you enter the tower only once your level is high enough.

Q: What's the most efficient formation in battle?

A: Placing characters with high HP and AL in the front line and characters with ranged attacks or magic spells in the back line is the most basic formation. Also, if you feel that leveling up seems to take too long, you might want to try reorganizing your party members. The experience points received in battle are evenly distributed among your members, which means that the more characters you have in your party, the longer it will take them to level up. Try various party sizes and formations to see what fits you best.

Q: Is it possible to use my characters from VALHALLA KNIGHTS or VALHALLA KNIGHTS 2?

A: It is not possible to use your characters from the original VALHALLA KNIGHTS/ VALHALLA KNIGHTS 2. However, if you have a VALHALLA KNIGHTS save data, a guest character, Leena, will be available for hire at the guild, and the movie from VALHALLA KNIGHTS will be available to view in the Gallery as well. Also, if you have a VALHALLA KNIGHTS 2 save data, a new guest character (one of four chosen at random) will be available for hire at the guild, and movies from the title will also be available for view in the Gallery. Additionally, your new character will start at level 5 from the beginning. With save data from both VALHALLA KNIGHTS and VALHALLA KNIGHTS 2, the conditions above will be combined, allowing you to begin your game much stronger than usual.